

# Wolverines



28MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As'lt: <b>3</b>
Move	Infantry: <b>15cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	2cm Assault Rifle powerguns, <b>Sh 2, FP 2/2</b>
Suppress	remove suppression marker (UP TO 4) on <b>4+</b>

### VARIANTS

**Support Squad:** 2cm Assault Rifle Powerguns: **Sh 1, FP 2/2** & Powergun Support Weapon: **Sh 2, FP 3/3**.

**Tank Hunters:** on **Skimmers** move Fast, Hover: **30cm** but still fight as infantry. 2cm Assault Rifle Powerguns: **Sh 1, FP 2/2** & Buzzbomb **Sh 1, FP 1/6** (short range only).



## KleineKrad Half Track

Type	Veteran: <b>4+</b>
Move	Fast, Tracked: <b>30cm</b>
Defence	<b>F 8, S 7, R 7, T 6</b>
Weapons	Heavy support weapon: <b>Sh 2, FP 1/3</b> & carries <b>1 TU</b> infantry.

### VARIANTS

#### Anti-Tank ATGW variant

**DV: F 9, S 7, R 7, T 6.** May be fitted with Medium ATGW: **Sh 1, FP 1/6** (no short). May **not** carry infantry.

**Additional Towed weapon:** See right



Krupps-Chinto KleineKrad Half Track

## Extra Towed Weapon Details

**Kleinkrad:** may tow a powergun anti-tank weapon. **This may not carry infantry** (just the gun crew)

**Extra Towed weapon:** 5cm HI Powergun: **FArc Sh 1, FP 2/6**. **FArc**. **Static Deployment with 1TU** guncrew.

Vehicle move when towing is **Med**, Wheeled **20cm**. Weapon counts as **Hvy Inf DV7 in Light Cov' +1**. Any additional cover is **Heavy +2**

**Turning deployed weapon costs 1LP**. **Hitching or unhitching costs 2LPs**.



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## RANKS

**Major**  
**LV8**

LPs is 2d6 + 8

**Captain**  
**LV6**

LPs is 2d6 + 6

**Lieutenant**  
**LV4**

LPs is 2d6 + 4

**Sergeant**  
**LV2**

LPs is 2d6 + 2

## DETACHMENTS

**Each Detachment is 10 TUs.** At least half of any Infantry **not** mounted on skimmers should be regularly armed troops. A detachment should include at least 1 additional crew-served, towed weapon.

### Infantry Platoon Detachment:

1 KleineKrad with 1 additional towed weapon (which counts as one TUs in total), 4 HSW equipped KleineKrad's carrying, 4 Infantry TU's (2 regular, 1 support, 1 Buzzbomb), 1 Infantry TU on skimmers with buzzbombs.

Total: **825pts**. Or...

### Tank Hunter Detachment:

2 KleineKrad with 2 additional towed weapons (which counts as two TUs in total), 2 anti-tank missile KleineKrad's, 6 Infantry TUs on skimmers with buzzbombs.

Total: **940pts**.

**Add a Lt. to a detachment at 20pts.**

Use either force as a **SINGLE** detachment during play. Build a bigger force by using both detachments and adding a captain (**40pts**). A third detachment could be added by duplicating one of the detachments with a major (**100pts**).

## POINTS COSTS

KleineKrad: **125pts**; anti-tank missile KleineKrad: **175pts**.

KleineKrad: with additional towed weapon: **175pts**

Infantry with or without support weapon: **25pts**; infantry with buzzbomb launcher: **35pts**;

infantry with buzzbomb launcher and skimmers: **40pts**.

Up to 1 additional sergeant could be purchased at **10pts**.